

DARK MAGENTA

The Sanctioning Brand

Psykers in Inquisitor

By Ruaridh Dall

Despite being a vital part of the Imperium of man, psykers are often under-represented on the Inquisitor tabletop. More often than not, this is due to players fearing that something will go awry when psychic powers are used. This is a shame, because such a large variety of psychic archetypes exist, each presenting fantastic modelling opportunities. Whilst not re-writing the rules (psychic powers should come with pretty horrific downsides) this article hopes to redress the balance, offering new takes on psychic characters and new ideas to combat the difficulties commonly encountered when characters use psychic powers on the tabletop. I hope to see warpfire shrieking across tabletops in no time!

Look Not Upon The Witch

The uneducated and superstitious masses of the Imperium trudge through their meagre lives oblivious to the greater galaxy around them. They have no knowledge of the myriad threats that circle the worlds of man, nor the complex political web that governs their institutions and keeps their world tied to the millions of others that make up the human realm. Their only connection with the Imperium is the church, which despite its innumerable guises and interpretations of the Imperial Creed, preaches one constant: cast out the mutant, the alien and the witch. The reason behind this teaching of intolerance is simple – left unchecked, these threats can spell doom for the planets of man, and vigilant, self-policing communities are far more likely to survive in a galaxy of insidious threats. It would therefore shock the average Imperial citizen to know that man could not survive without those with the witches gift: the Imperium is reliant on psykers for communication between its many worlds; travel between worlds would be far more hazardous without the beacon of the Astronomican; and the Emperor himself would perish within the Golden Throne without the daily sacrifice of thousands of psykers to sustain its energies. While it is true that rogue psykers present a very real threat to the communities they hide in through the likelihood of attracting the attention of daemon, Enslaver or other warp predator, sanctioned psykers are vital to the day to day running of the Imperium.

The Sanctioning

The Blackships of the Adeptus Astra Telepathica traverse the Imperium in century long circuits to collect psykers from all of the domain's worlds for transport to Terra. Most are martyred as sustenance for the Emperor upon their arrival. Some will be soul-bound, their very beings exposed to the almighty power of the God-Emperor to

imbibe a fraction of His power that they may send messages across His realm as Astropaths. The tiny percentage that are judged to have the strength of mind to control their abilities (after days, weeks, months or even years of brutal testing and psi-opsy) receive the sanctioning brand and are sent to a Scholastica Psykana facility to learn to focus their techniques and mould them into the tools the cogs of the Imperium need to keep turning.



The sanctioning process has a profound effect on all that survive, varying from physical scarring, psychological trauma and the loss of sight and other senses universally suffered by those that are soul-bound. The voyage to Terra is a defining point in the lives of all psykers, and its effects colour every action of their lives yet to come.

The Scholastia Psykana

There are many thousands of Scholastica Psykana institutes throughout the galaxy, normally set upon important Imperial worlds that have known stability for centuries if not millennia. Though the institutes carry a high risk of collateral damage to local populations were some calamity to strike, the Adeptus Astra Telepathica is of the opinion that the

security offered by positioning their colleges on major worlds provides is a necessity in a galaxy that would exploit psykers for their own ends. Often times, the local populace is unaware of the witches within their midst, as one robed adept is indistinguishable to the next to most. A small minority of Scholastica Psykana institutes however are secreted away in the darkest recesses of the galaxy. The training of the most powerful psykers requires environments free of witnesses and potential victims of unfettered psychic power. Few are the psykers that can turn an army upon itself, darken the skies of a world, or bring down meteors on the heads of the apostate, but they are some of the most powerful weapons in the Imperial arsenal and they above all others require to be in total control of their abilities.

DARK MAGENTA

The following exotic abilities reflect some of the experiences a psyker undergoes during the sanctioning process. For Astropaths, the Soul Binding and subsequent reliance on Warpsight are inevitable, but other psykers may lose their sight during the torturous sanctioning rituals, and some may leave Terra with other effects on their abilities and psyche.

EXOTIC ABILITIES:

Soul Bound - A soul-bound psyker receives some measure of protection from their close encounter with the Emperor's might. Once per turn they can reroll a failed Willpower test when attempting to use or nullify a psychic power.

Warpsight - Psykers blinded through the soul-binding or some other effects of the sanctioning process do not act it, as they tend to have developed a sixth-sense in place of their normal vision. This warpsight means they count as having a 360° field of view - their vision is blocked as normal by intervening terrain as it too has a slight warp-presence that can obscure those behind it. Characters with the Blunt ability may be almost invisible to the astropath, but a true Pariah will appear as a gaping void, a hole where something should be. The astropath will know where the Pariah is, but will be unable to actually 'see' them.

The Light of Terra - The pilgrimage to the seat of the Emperor has a profound effect on the majority of sanctionites, but for a few there is a very real effect on their souls. These individuals become infused with the glory of the Emperor, and through their abilities they spread His light in the dark places of the galaxy. Any damage inflicted by a psychic power on a daemon, mutant, unsanctioned psyker, sorcerer or other character the GM considers 'unclean' by a psyker with this ability is doubled (after deductions for armour) as the power of He on Terra scours the galaxy clean of His enemies.

Anophobic - A sanctionite's time on Terra changes his persona forever. The sanctioning process severs the links between neurons and can cause profound brain damage; grey matter is ripped out and replaced with an untold plethora of implants to increase psychic conductivity; and the simple matter of being taken before the Almighty can rip apart a psyker's beliefs, dreams and fears. Whatever the cause, some psykers are left viewing the galaxy differently from the common man. After the sanctioning ritual, what fear can come close to that experience? Anophobic psykers can re-roll any failed Nerve test.

The students of the Scholastica Psykana typically undergo five years of training, though this period can vary from months to decades in exceptional cases dependent on a psyker's level of control (though only an individual with a set of abilities with exceptional value to the Imperium would not receive the Emperor's mercy should he not have learned to control his abilities within a decade). Teaching methods differ dependent on which of the many disciplines of psychic potential a student has the gift of, but prayer and

meditation form the basis of all training – faith in the Emperor is vital to keeping a psyker safe from the predators of the warp. Faith forms the foundation of control, the primary component of each sanctionite's studies. Without complete control over his abilities, a psyker runs the risk of opening himself up entirely to the warp, fuelling psychic reactions to apocalyptic levels, or worse, inviting the attention of a daemon. Possession is a fate all psykers live in fear of, and the Scholastica teaches safeguard after safeguard to shield their students from the monsters beyond, for their souls, and more importantly, for the souls of all around them.

After control of their abilities is mastered, sanctionites are taught to focus their abilities, their tutors teasing every last shred of psychic potential from their minds so that the psyker can be of maximum use to the Imperium. Some psykers find that they have potential for a great many abilities and may spend their entire lifetimes learning to master each gift, while some will find that the power they manifested long before the Blackships arrived and took them to Terra is the only ability they possess. A sanctionite may discover that he has one power in particular which he can manifest without a moment's thought while his other abilities take much meditation to summon from the depths of his mind. Whatever their pattern of abilities, a sanctionite will be given the guidance to utilise each and every one as best he can, whether through invocation, psychic amplifiers or sacrifice of one's physical essence.



DARK MAGENTA

The tutorage received in the Scholastica Psykana brings a psyker a wealth of techniques to help improve their abilities and a greater understanding of the warp. They are introduced to psychic aids and items that will safeguard them against the warp. This tutorage means that practically all psykers learn to read the subtle changes in the warp caused by the passing of psykers, and as a result all sanctioned psykers may take the Psyniscience exotic ability. The other exotic abilities and equipment choices below present further choices for the creation of unique and powerful psychic characters. Always remember though that the power of the warp comes with many dangers...

EXOTIC ABILITIES:

Psyniscience - By attuning themselves to the flow of the warp, psykers can detect the presence of other psykers or daemons. By passing an awareness test a psyker will become aware of all psykers or daemons within a radius equal to the amount he passed the awareness test by.

Corpus Conversion - The psyker martyrs his physical form to add strength to his powers, amplifying their effects at the cost of flesh and blood. The character may add +20% to his psychic test in exchange for adding D3+2 to his injury total.

Focused Psyker - The psyker has one talent he can use with the merest effort, either through intensive training or natural affinity. He has a +10% bonus to his psychic roll whenever attempting to summon this power. However, his neglect of his other abilities means that he always suffers from a -5% penalty on psychic tests for any other ability.

Warp Dampening - The psyker's connection with the aether is minimised, shielding him against the worst excesses of the warp. The psyker only ever deducts 1D10 from his Wp characteristic as a result of failing his psychic test or risky action roll. However the inhibitors in place prevent him drawing on the full power of the warp to fuel his powers. The psyker may never use abilities where the total negative modifier to his psychic roll from a power's difficulty and range combined is in excess of -10% (before line of sight and actions spent concentrating are taken into account).

Overcharge - The psyker draws in massive amounts of warp energy, risking his very soul to smite his enemies. The psyker may choose to Overcharge a psychic bolt attack, resulting in double damage being inflicted on his target. However, such volumes of warp energy are not without danger to the psyker. Should he fail his psychic test, or risky action roll, he loses an additional D10 from his Willpower characteristic. The character must declare that he will Overcharge a power before any action rolls are made at the start of his turn.

EQUIPMENT:

Psykana Mercy Blade - Availability: rare

Psykers are made painfully aware of the consequences of their failure to control their powers. Psykers must carry about their person a blade, with which they are duty bound to end their own lives should the energies of the warp overwhelm them. Some mercy blades are made from bizarre materials that produce warp-dampening effects on their exposure to a psyker's blood, but most are simple, if elegantly designed blades. A psykana mercy blade counts as a knife.

Psi-omn - Dispenser type: Inhaler, injector - Availability: exotic

A catch-all term for all manner of psycho-active compounds, psi-omn boosts psychic conductivity, actively increasing a psyker's connection with the warp. A psyker using psi-omn receives a +30% bonus to his psychic rolls, but his increased warp presence leaves him at serious risk of attracting danger from beyond. The psyker loses double the amount of Willpower lost to failed risky action rolls and psychic tests.

Psychic Foci - Availability: rare

Skulls of powerful psykers, idols of the God-Emperor, serebite shards or other psycho-active fetishes lend a psyker additional focus while summoning his powers. A psyker with Psychic Foci gains an additional +5% to his bonus from concentration prior to using a psychic power once per turn.

Psykers Within The Imperium

Those sanctioned on Terra possess a nigh-infinite variety of abilities, not one of which cannot be exploited by the Adeptus Terra. The Administratum has need of psykers to keep its scribes passive and efficient; the Adeptus Arbitres subpoenas psykers to sniff out heresy; the Adeptus Astartes trains the youngest to be their Librarians; and the Adeptus Astra Telepathica uses psykers to seek out the unsanctioned when the Blackships call; paranoid Governors keep psykers as soothsayers and bodyguards; the Imperial Guard utilise psykers as frontline warriors; the Imperial Navy keeps its decks clear of warp intruders with psychic probing of its crews; and the Inquisition battles the

dark with some of the most potent psykers in the galaxy. At once held in awe and fear, psykers are forefront in the function of the Imperium.

Astropaths

Collectively, Astro-Telepaths are the most important group of psykers in the Imperium of man. Capable of sending and receiving messages across the breadth of the galaxy, without them the Imperium could not exist as anything more than isolated pockets of resistance. Without the faster-than-light communication Astropaths can undertake, each of man's planets would hang alone in the void, easy pickings for the darkness surrounding them. To be able to

DARK MAGENTA

transmit over interstellar distances, Astropaths must undergo the Soul Binding, a process which imbues the psyker with a minute part of the Emperor's power. This boon comes at a cost though: all Astropaths are blinded by the process, and many suffer other sensory deficits.

Fortunately, their new power allows them to see with a psychic "sixth" sense, often more accurate and discerning than mere vision. Traditionally clad in green robes, Astropaths are a common sight in the higher echelons of Imperial society and aboard the ships of the fleet.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Astro-telepath	35	35	40	40	60	70	75	40	55
Random	25+2D10	25+2D10	35+2D6	30+2D10	50+2D10	55+3D10	65+2D10	35+2D6	50+2D6

Astropaths typically carry a staff as well as their psykana mercy blade, but an astropath with an important standing in the Imperium could feasibly carry exotic and even legendary equipment. Astropath characters are not strictly limited to taking psychic powers from the Telepathy Discipline, though this should always be their primary focus. All astropaths have the following abilities and equipment:

Exotic Abilities: Soulbound, Warpsight, Psyniscience

Psychic Abilities: Telepathy

Equipment: Psykana mercy blade (knife)

Though all Astropath characters are considered able to send messages to locations thousands of light years away, representing their powers of astral telepathy in the Inquisitor game is unnecessary. The Telepathy power as described in the Inquisitor rulebook is much more appropriate for the broadcasting of mental messages in the frenetic melee of an Inquisitor scenario. Astral telepathy has a place in the wider campaign, where characters can communicate while in different locales and plot and scheme from afar. However, a scenario involving one side defending an Astropath character while he tries to send an astropathic message could be quite a tense affair, relying on the Astropath passing a Willpower test every turn for a set number of turns.

PSYCHIC ABILITIES:

TELEPATHY DISCIPLINE

Beastmaster – Difficulty: 10

The psyker is able to control the minds of lesser beasts and use them as weapons or for protection. This is a *persistent* power. Whether he gathers around him swarms of insects, giant rats or feral dogs, the psyker counts as being accompanied by a Combat-Skull with an Armour Value of 3 for the duration of the power.

Blind – Difficulty: ½ Target's Willpower

The psyker dominates his opponent's mind, making him blind to the psyker's presence. This is a *ranged* and *persistent* power. Once activated, this power will make the target unaware of the psyker's presence for as long as the power remains active, though he will be aware of any interactions the psyker makes with the environment, such as firing a gun, breaking glass, treading on gravel etc, nor will he be invisible to infra-red sights and the like. If a Blinded character becomes aware of the psyker through his interactions with the environment, he may attack the space he believes the psyker should be occupying, but counts half his WS and BS for the purposes of the test.

Warp Perception – Difficulty: 0

There a number of techniques taught to sanctioned psykers, especially astropaths, to make up for the sensory deficit the soul-binding process incurs. While most develop warpsight equivalent to normal sight, some can achieve a far greater level of perception, and can even boost the senses of a nearby ally. This is a *ranged* ability. If the psyker passes his psychic test, he or the targeted character gain a +10% bonus to any awareness test, and gain an additional +10% for every full 10% the psyker passes the test by.



DARK MAGENTA

DIVINATION DISCIPLINE

Divination concerns itself with attempting to predict the outcome of future events and unravelling the truth of the galaxy. Often used in conjunction with the Emperor's Tarot to foretell the likely outcome of a mission, Divination is a complex and difficult craft to master. The warp is a confounding morass and loathes sharing its secrets.

Below are found a selection of Divination abilities with a place on the tabletop. Divination has a greater role in campaigns, allowing characters to reconstruct crime scenes through Psychometry, use the Emperor's Tarot to show how to defeat a powerful enemy and detect the source of taint within a community, and Games Masters should feel free to incorporate these abilities into their story arcs.

Future Imperfect – Difficulty: 15

The psyker gazes into the warp to find the best course of action amongst the myriad futures ahead of him. The psyker gains a +30% bonus to a subsequent characteristic test of his choice that turn.

Psycholocation – Difficulty: 15

The psyker reads the ripples in the warp to locate his quarry. The psyker must know who he is searching for, either in person, from a pict-capture, or by their true name. This is a persistent power. While active, the psyker is aware of his quarry's location on the tabletop.

Time Ward – Difficulty: 10

The psyker uses his abilities to foretell the likely course of the battle ahead. This is a persistent power. While active, the psyker counts as having the Dodge special ability.

TELEKINESIS DISCIPLINE

Levitation – Difficulty: 15

The psyker repels himself away from the ground with controlled telekinetic force. This is a persistent action. While this power is active, the character may raise or lower himself up to 2 yards per action, and may combine this with horizontal movement. Should the psyker fail to reactivate this power at the start of a turn he will fall to the ground and suffer falling damage as a result.

Psycho-kinetic Mist – Difficulty: 10

The psyker conjures a shifting screen of warp matter to conceal himself or a colleague from attack. This is a ranged and persistent power. Any character attempting to target an individual concealed in the Mist with a ranged attack suffers -50% to his to hit roll.

Enunciators

The Adeptus Arbites is ever-vigilant for crimes against the Imperium, and is often the last bastion of faith in the God-Emperor left to summon aid should a world fall to heresy or invasion. Astropaths are commonly housed within the walls of a world's main Arbites precinct house to allow missives for aid to be broadcast, and the Arbitrators are known to make use of other psykers in their investigations into tithes violations, mutation and heresy. Psychic deviancy and heresy often go hand in hand, and there are no better seekers of rogue psykers and sorcerers than those sanctioned on Terra. Warpseers are valued by the Adeptus Arbites too for their ability to foresee the movements and motives of their quarry. It is not entirely impossible for a heretic to be captured, tried and executed before he has had a chance to commit heresy thanks to the abilities of a Warpseer.

One of the most recognised roles for psykers within the Arbites is that of the Enunciator, a specialist telepathic interrogator. The most dangerous of heretics are those with the strength of will and faith in their dark patrons that grants them incredible powers of resistance to physical torture. When a heretic's resolve cannot be overcome with pain needles and veritas serums, an Enunciator is brought in to probe their memories and tear information from their cerebella. The techniques taught to these psykers to crack such hardened minds often leaves them assailed by the thoughts of those unshielded minds around them. Such a constant cacophony of voices sends many Enunciators mad, while others turn to null fields and containment collars to block out the warp – artefacts consider heinous to most psykers. Those Enunciators that do survive long enough become masters of mind-cracking, and become highly sought after by other institutions, not least the Inquisition.

The true value of an Enunciator (or indeed other telepathic characters) can lie in campaigns, where interrogation of captives can reveal information vital to a group's mission. These interrogations can be role-played, with the captive testing Willpower to resist divulging all. The use of psychic means of interrogation is of course encouraged...

DARK MAGENTA

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Enunciator	45	45	40	40	60	70	75	60	60
Random	35+2D10	35+2D10	35+2D6	30+2D10	50+2D10	55+3D10	65+2D10	50+2D10	50+2D10

Enunciators typically carry common weaponry, and may be armoured with flak or carapace if they are actively serving in the field with Arbitrators. They are not strictly limited to abilities from the Telepathy discipline, but it should serve as their focus. Powers like Mind Scan and Terrify are appropriate for Enunciators, as well as those below.

Exotic Abilities: Psyniscience

Equipment: Psykana mercy blade

PSYCHIC ABILITIES:

TELEPATHY DISCIPLINE

Speak Truth – Difficulty: 10

The psyker compels his victim to divulge information. Lies are met with a barrage of agony, and the victim is keen to tell all. This is a *ranged* ability. The target character must divulge one piece of information to the psyker, such as the name of his master, the code for defusing a bomb, the sequence of runes to open a sealed archive, or any other answer that could feasibly be given in a few seconds. In addition, the target adds D6 to his injury total as pain courses through him to stop his lies.

Punish Mind – Difficulty: 10

The psyker tears open his opponent's mind, smashing through mental safeguards and laying his thoughts open for plundering. This is a *ranged* ability. The target character must pass a Willpower test or lose from their Willpower characteristic an amount equivalent to the value the test was failed by. A successful roll indicates they have shrugged off the attack.

Militant Savants

The war machine of man has much need for the abilities of the psychic. Orders are relayed telepathically, futures are scryed to launch attacks at the most opportune moment and the enemies of man are wracked with aetheric energies more potent than bolt rounds. Squads of lesser psykers are goaded into combat where their combined powers can bring down battle tanks. Primaris Psykers

stride into battle, bringing low platoons of traitors and swatting aside autocannon rounds with shakes of their heads. Rarer are the Templars Psykana, warrior mystics with martial prowess equal to ten trained men, bolstered with prodigious psychic abilities. There are few greater fighters in the galaxy, and many are the Inquisitors, Lord Commanders and Imperial Governors known to have Templars for bodyguards.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Primaris Psyker	55	55	50	55	60	70	75	55	65
Random	45+2D10	45+2D10	40+2D10	50+2D6	50+2D10	55+3D10	65+2D10	45+2D10	55+2D10

Primaris Psykers are often equipped with force weapons, usually a staff, and may be blessed with unusual equipment such as psi-boosters or psychic hoods to aid their abilities. Primaris Psykers can draw powers from any discipline, though it is exceptionally unusual for any psyker to show aptitude for powers from more than two disciplines.

Exotic Abilities: Psyniscience

Equipment: Psykana mercy blade

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Templar Psykana	65	50	55	55	65	70	55	65	65
Random	55+2D10	55+2D6	45+2D10	45+2D10	55+2D10	55+3D10	50+2D6	55+2D10	55+2D10

Templars are amongst the best-equipped psykers in the Imperium, and as a result commonly sport force weapons, whose offensive use they are masters of. Their psychic abilities tend to be tailored towards improving their martial prowess rather than controlling others or tearing open the barriers between real and warp space, meaning Biomancy and Telekinesis powers are common amongst their orders. Other disciplines are not prohibited in any way, but powers that provide no aid in combat are unlikely.

Exotic Abilities: Psyniscience

Equipment: Psykana mercy blade

DARK MAGENTA

Primaris Psykers and Templars Psykana are without doubt, some of the most potent psychic characters that can be brought to bear on the Inquisitor table. Like Inquisitors and other powerful characters there is always a risk of games becoming unbalanced if they are allowed to dominate proceedings. With their combinations of high statistics and deadly weaponry, it would be tempting to launch these characters at the enemy without using their risky psychic abilities, but to do so would rob them of their essence. Remember why these characters have been chosen to populate the tabletop – the story-telling element! For other suitable powers see Fanatic Online Issue 83 – "The Power of the Mind" by Robey Jenkins.

PSYCHIC ABILITIES:

BIOMANCY DISCIPLINE

Lightning Arc – Difficulty: 15

A powerful bolt of bio-electrical energy leaps from the psyker's hand jumping from target to target until all are destroyed. Lightning Arc is a psychic bolt with the following profile:

	Type	Range	Mode	Acc	Dam	Shots	Reload	Weight
Lightning Arc	Special	B	Special	-	2D10	Special	-	-

After the first hit is resolved, the lightning arc may jump to another target within 4 yards of the first if the psyker can pass another psychic test. The lightning arc will continue to leap between targets in this way as long as the psyker can keep passing his tests. A target may be hit only once by a single lightning arc.

TELEKINESIS DISCIPLINE

Psychic Blade – Difficulty: 15

The psyker crafts a blade from psychic energy to smite his foes. This is a persistent power. While active, the psyker counts as being armed with a power knife, though he must use his Willpower characteristic rather than his Weapon Skill to hit. In addition, psychic blades cannot be used to parry.

Wall Walk – Difficulty: 5

The psyker distorts gravitational effects with his powers, allowing him to move over any surface at will. This is a persistent power. When activated, this ability allows the psyker to move along any surface, including vertical surfaces and across ceilings as if he was traversing normal ground. He is affected by difficult terrain as normal, and the GM is free to rule whether or not any surfaces crossed using this ability count as difficult terrain, such as running along a rocky cliff face. In addition, the psyker is able to ignore the effects of high and low gravity should a scenario feature either with this ability.

PYROMANCY

Molten Fist – Difficulty: 20

The psyker's hand glows white hot as he agitates the air molecules around them to temperatures high enough to melt adamantium. This is a persistent power. While active, the psyker counts as being armed with a powerfist. Unsurprisingly, he cannot grip any object with this hand he does not wish to destroy while this power is active.



DARK MAGENTA

Psi-hounds

The Blackships of the Adeptus Astra Telepathica are crewed by the most dedicated witch-hunting psykers in the Imperium of man. A psyker's natural ability to sense disruption in the warp caused by the presence of other psykers allows them to guide witch seekers with unerring accuracy, and their psychic abilities are paramount in the fight against sometimes monstrously powerful rogue psykers. The Adeptus Astra Telepathica is keen to maintain a large presence of Psi-hounds aboard its vessels for these reasons, and most Psi-hounds are happy to serve the Imperium in this way. For some however, the desire to hunt their kin is borne of a self-contempt unknowable to normal men. Brought up to believe that mutants and witches are inherently evil and unclean in the eyes of the God-Emperor, the revelation that they have become what they detest most leaves some psykers with an unquenchable thirst to bring down all that would defy one of the principle tenets of the Imperium – that all psykers be given over to the Blackships.



	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Primaris Psyker	50	50	50	50	55	65	55	65	60
Random	40+2D10	40+2D10	40+2D10	40+2D10	45+2D10	50+3D10	45+2D10	55+2D10	50+2D10

Psi-hounds are usually equipped with common weaponry, but have access to a great number of rare and exotic items to aid in the capture of rogue psykers. The Fanatic Online article "*Lectures on the Wych*" by Ben Hulston (issues 57 and 58) has a large assortment of suitable equipment and abilities for a Psi-hound character. As a psyker, a sanctioned Psi-hound will always have the following abilities and equipment:

Exotic Abilities: Psyniscience

Equipment: Psykana mercy blade

Psi-hounds represent an opportunity to create an interesting twist on a psychic character – a witch-hating psyker. Such self-loathing can only breed danger for the character, perhaps best represented with the exotic ability Frenzy when psykers are encountered, or Enmity for psykers (from "It's All in the Mind" – Dark Magenta Issue 1). Whatever the reason for becoming a Psi-hound, these characters will be paramount in the hunting and battling of psykers. A number of abilities that will aid greatly in their fight are listed below

EXOTIC ABILITIES:

Psi-hound - The psyker is adept at picking up even the faintest residue of another psyker's presence. When making a Psyniscience test, the psyker may re-roll his awareness test, but must accept the result of his second roll.

PSYCHIC ABILITIES:

TELEPATHY DISCIPLINE

Dominate – Difficulty 10

The psyker enters a battle of wills with another psyker, attempting to sever their connection with the warp and leave them helpless as his captors close in. This is a ranged ability. Both psykers take an opposed Willpower test. If the attacking psyker wins, his opponent is stunned for D3 turns and unable to use psychic abilities for an additional turn per 10% the psychic test was passed by (e.g. if the attacker passed his test by 23%, his opponent would be stunned for D3 turns and would be unable to use psychic powers for two turns after his stunned period ends). If the defending psyker wins the opposed Willpower test the power is unsuccessful.

DARK MAGENTA

TELEKINESIS DISCIPLINE

Entangle – Difficulty ¼ target's Strength

The psyker traps his target in aetheric filaments, bringing him down to the ground and pinning him there for easy capture. This is a ranged and persistent psychic ability. An affected target immediately falls prone and will be pinned in place until such time as the psyker fails to maintain the power, or the target spends an action breaking free of the bonds with a successful Strength test.

Pyrist

Within the Ordo Malleus, psychic potential is valued highly in the fight against the malefic, none more so than the Grey Knights. The combination of an Astartes physical capabilities and the mind of a psyker makes for an irresistible force in the face of the implacable legions of Chaos. Those psykers discovered too late to undergo the transformation from man to Space Marine find service within the Ordo easily, though they are painfully tested for purity more readily than any other psykers in the Imperium. The very nature of the enemy the Ordo faces means corruption can spread like wildfire, and the warp-attuned are at the highest risk of contracting aetheric malignancies. Psykers of all disciplines are found within the agents of the Ordo Malleus, and many are extensively schooled in Daemonology to better understand the foes they face, and learn their weaknesses. Pyromancers taught these techniques find their natural powers augmented in the face of the daemonic and serve the Ordo as Pyrists, putting corruption to the flame on the God-Emperor's worlds.



	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Pyrist	50	50	50	50	55	65	60	65	60
Random	40+2D10	40+2D10	40+2D10	40+2D10	45+2D10	50+3D10	50+2D10	55+2D10	50+2D10

Pyrists can be equipped with rare and exotic equipment to aid their fight with the daemonic, though their powerful psychic abilities are their main weapons. Pentagrammatic wards and force weapons can be commonly found amongst their ranks. Pyrists should primarily have psychic abilities drawn from the Pyromancy and Daemonology disciplines.

Exotic Abilities: Psyniscience

Equipment: Psykana mercy blade

Psychic abilities are one of the primary weapons against the daemonic, and Pyrist characters have been designed to allow players to have a character focussed on hunting down and destroying daemonic enemies in suitably dramatic and explosive displays of power.

PSYCHIC ABILITIES

DAEMONOLOGY DISCIPLINE

Holocaust – Difficulty: 30

The psyker projects baleful warpfire in all directions, scouring the area of the malefic in a barely controlled inferno. All characters within a radius in yards equal to the amount the psychic test was passed by are caught up in the conflagration, and receive a number of hits as per the flame weapon hit chart (page 30 of the Living Rulebook), each doing 2D10 damage. Daemonic characters suffer double damage after deductions for armour.

Destroy Daemon – Difficulty: 20

Channelling all his will, the psyker unleashes a devastating hail of warp-infused blows that even the daemonic cannot resist. This is a *persistent* power. Whilst active, the psyker counts as having pentagrammatic wards, and whilst in hand to hand combat with a daemonic character inflicts double damage, after deductions for armour. A force weapon equipped character inflicts triple damage instead of the usual double damage.

DARK MAGENTA

The Scouring – Difficulty: 15

The psyker unleashes a barrage of wrathful bolts of warp energy, obliterating the accursed enemies before him. The Scouring is a psychic bolt attack and uses the following profile:

	Type	Range	Mode	Acc	Dam	Shots	Reload	Weight
The Scouring	Special	E	Full (10)	-	2D6+4	Special	-	-

Daemonic characters hit by The Scouring suffer double damage after deductions for armour.

Penitent Psykers

The Witch Hunters of the Ordo Hereticus persecute rogue psykers by the million, ending their baleful existence with bolt, stake and flame. Within the ranks of the Ordo Hereticus there are Inquisitors who would not see the unsanctioned perish so quickly, through either a genuine belief that the souls of each and every psyker can be saved, or the notion that such betrayal of the Imperium deserves servitude and bondage as punishment. Through prayer, flagellation and ritual, a psyker can be purged of the darkness within. Few survive the cleansing process, but those that do are put to work in the name of the

Emperor, their only chance of true salvation the protection of their saviours from the predations of their rogue kin. Penitent psykers are normally robbed of their offensive powers with wards, lobotomies and implants mounted on their nervous systems that react to psychic energy with bolts of excruciating pain, but their abilities to sense and disrupt the flow of the warp is allowed to remain. Bonded with their master via psycho-conductive chains, arcane copper coils or gruesome fleshy tubes of nerve endings, penitent psykers are used as lightning rods against psychic attacks, lending the power to nullify such attacks to those incapable of such a feat.

	WS	BS	S	T	I	Wp	Sg	Nv	Ld
Penitent Psyker	35	35	40	40	45	60	45	40	40
Random	25+2D10	25+2D10	35+2D10	35+2D10	35+2D10	45+3D10	35+2D10	35+2D6	35+2D6

Penitent Psykers are rarely equipped with anything, not even a psykana mercy blade, due to the risk of them taking revenge on their master for their bondage. Likewise, Penitent Psykers are usually shorn of their psychic abilities.

Exotic Abilities: Psyniscience, Psychic Martyr

Penitent Psykers are less of a Player Character than they are a type of familiar like a servo skull or cyber mastiff. Though capable of performing actions to defend themselves, a Penitent Psyker is unlikely to engage in combat of its own volition. The bonds between a Penitent Psyker and its master mean that it will keep pace with them through fear of punishment – the Penitent will remain within two yards of its master at all times, moving with him like a servoskull. Should injury or game effects prevent a Penitent keeping pace, its controlling character may choose to sever the bonds and end the Penitent's suffering, or drag the Penitent along with him. In addition, a Penitent will not flinch in the face of fire if its master does not. Effectively, a Penitent Psyker may ignore shooting actions targeted against itself, but will become pinned if its master does.

EXOTIC ABILITIES

Psychic Martyr - Linked to the mind of another, the psyker puts his own soul at risk to protect his symbiote from psychic attacks that would kill them both. The psyker may attempt to nullify psychic attacks directed against the character he is linked with. If the nullification attempt is failed, the psychic ability affects both characters due to the link between their minds. In addition, the Psychic Martyr adds an additional D6 to his injury total.

An Open Mind is Like a Fortress With its Gates Unbarred and Unguarded...

The psyker then, is a varied and vital tool in the battle for the Emperor's Soul. They can be powerful allies, but also the most dangerous of enemies. Use this knowledge wisely, Inquisitor...



About the Author

Ruaridh lives in Inverness, and while not looking after other people's teeth in his surgery, tries his best to find time to dedicate to the Inquisitor hobby. He would like to thank David Knowles, Nick Garrett, Derek Gillespie and Julia Gibson for the use of models and artwork in the article.